SPIDER-MAN X-MEN

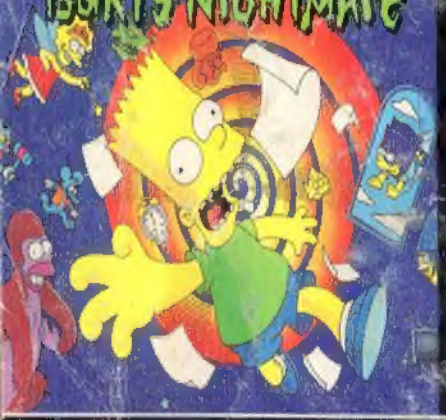
ARCADE'S REVENGE

When Spider-Man teams up with the X-Men, you know there's trouble... especially when the villainous Arcade has revenge on his mind!!!

Web-slinging, wall-climbing action required to get out of this mess

Wolverine's razor-sharp Adamantium claws slice through this thug-in-a-box

THE SIMPSONS BART'S NIGHTMARE



If you've got to much homewor[illegible] what Bart does - go to sleep ins[illegible] Join "Bart's Nightmare" and zoo[illegible] through the sky as Bartman, e[illegible] the world of Itchy and Scratchy battle Homer Kong and more!

The Blue Demon is no match for you in the Temple of Maggie

Bartzilla's not just big and green... he's angry!

SUPER NINTENDO ENTERTAINMENT SYSTEM

Acclaim entertainment

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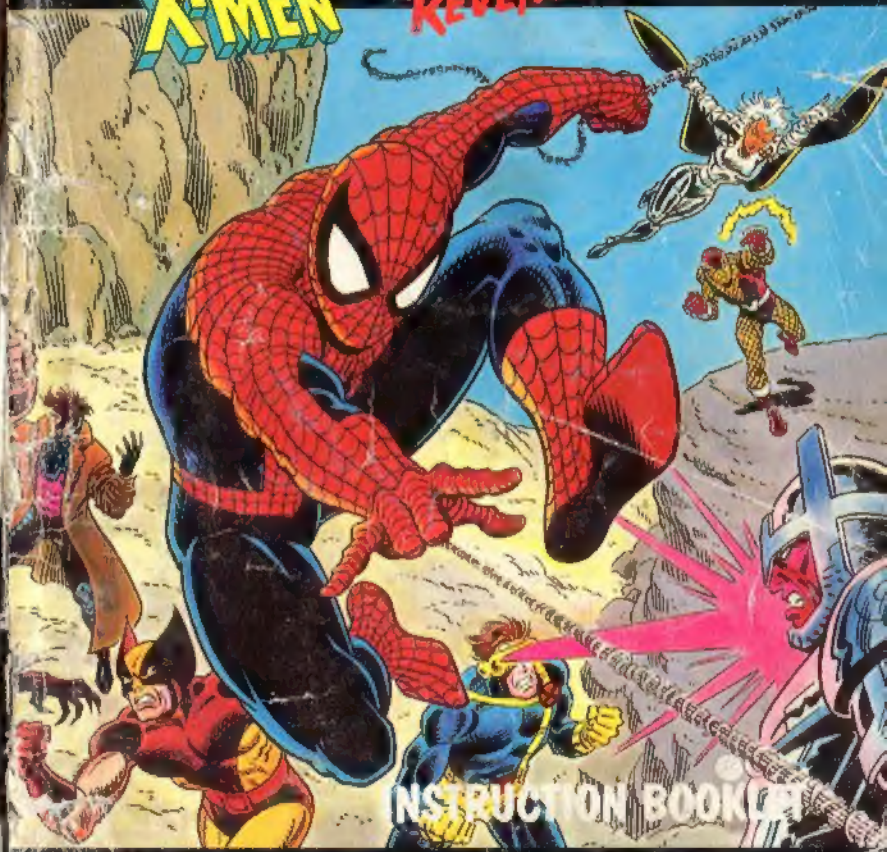
SNS-MN-USA

SPIDER-MAN X-MEN

ARCADE'S REVENGE

MARVEL COMICS



INSTRUCTION BOOKLET

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From web to web, skyscraper to skyscraper, Spider-Man races through the towering canyons of the city! The X-Men, Wolverine, Cyclops, and Storm, have all disappeared...and unless Spidey can find Gambit, the Cajun's fate will certainly be the same!

Spidey sees Gambit's familiar silhouette below. But, in the second he swings down, a giant tube shoots out from the roof of a garbage truck, and "GNNRRR-SFLANNG!", it swallows the unsuspecting Arcadian!

Spidey flashes back through countless life and death perils and flesh-hungry Super-Villains...back to an absurd assassin called Arcade and his deadly amusement park! The wall crawler slings a Spider-tracer onto the truck and pursues his prey into the night...unaware the hunter is about to become the hunted!

Arcade originally created his fun fair to make his million dollar "hits" more entertaining! But, now he's rebuilt it—with all-new, bigger games, inescapable traps, and deadly rides—purely for his own enjoyment! And tonight's very limited run, one-time only showing...is the thrilling final destruction of the X-Men and their would-be rescuer, Spider-Man!

GETTING READY... FOR MUTANT-MANIA!

LOADING

1. Make sure the power switch is OFF.
2. Insert the ARCADE'S REVENGE game pak as described in your SUPER NINTENDO ENTERTAINMENT SYSTEM® MANUAL.
3. Turn the power switch ON.

You will then see the ARCADE'S REVENGE title screens, and the High Scores screen. To reach the story screen, press the START BUTTON or the B BUTTON. To scroll through the story, press the B BUTTON again. To jump to the action, press the START BUTTON again.

SPIDEY TO THE RESCUE!

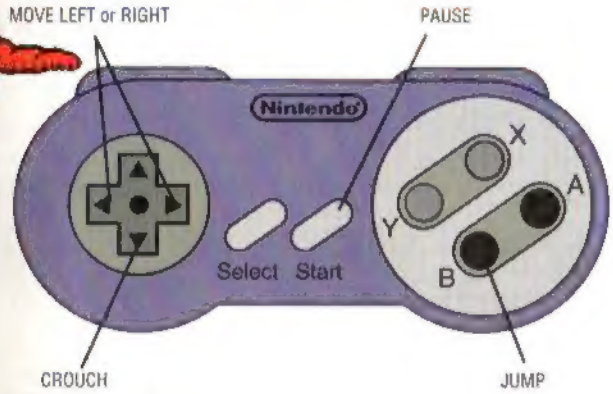
Spidey's tracer leads him to the perimeter of Arcade's bizarre complex. The way in is wide open...but the webslinger's Spider-Sense buzzing to beat the band warns of a less than hospitable welcome! A security system guards every inch of the entrance and the only way around it is to touch each of the Security Eyes in the order they flash. Use your Spider-Sense to guide you and bagging them will be a snap.

Make it all the way inside and a Super-Hero surprise party is waiting just for you!

To scroll through the introductions, press the B BUTTON. To skip to the Character Selection screens, press the START BUTTON.

SPIDEY'S CONTROLS

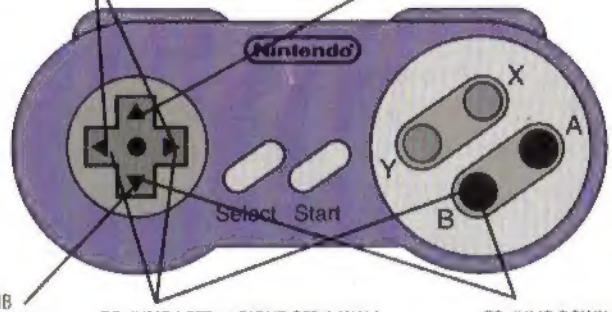
BASIC MOVES



CLIMBING MOVES

TO GRIP ONTO A WALL (or ANY SCALEABLE OBJECT), while in the air—either swinging, falling, or jumping—press the LEFT CONTROL PAD ARROW if the wall is to Spidey's left or the RIGHT CONTROL PAD ARROW if the wall is to Spidey's right.

TO CLIMB UP A WALL (or ANY SCALEABLE OBJECT), press the UP CONTROL PAD ARROW.



TO CLIMB DOWN A WALL (or ANY SCALEABLE OBJECT), press the DOWN CONTROL PAD ARROW.

TO JUMP LEFT or RIGHT OFF A WALL (or ANY SCALEABLE OBJECT), press the B BUTTON plus the LEFT CONTROL PAD ARROW if the wall is to Spidey's right or the RIGHT CONTROL PAD ARROW if the wall is to Spidey's left.

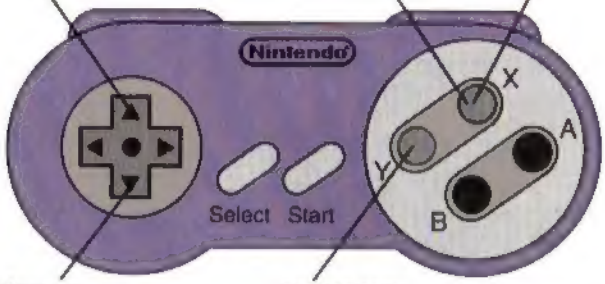
TO JUMP DOWN OFF A WALL (or ANY SCALEABLE OBJECT), press the B BUTTON plus the DOWN CONTROL PAD ARROW.

WEB SLINGING CONTROLS

SWING SHORTER and HIGHER ON A WEB

THROW A SWINGING WEB

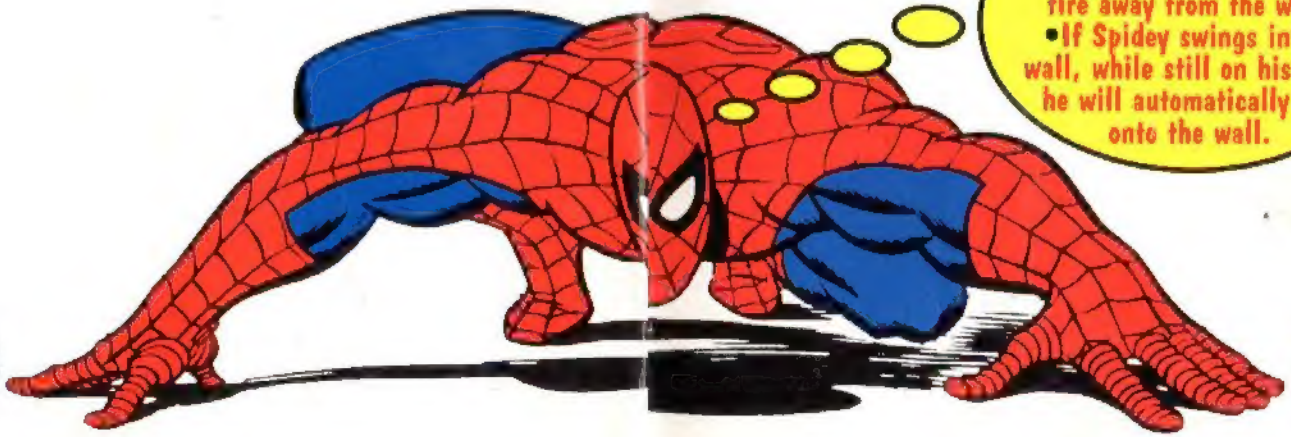
JUMP OFF A WEB



SWING LONGER and LOWER ON A WEB

FIRE WEB BOLT

NOTE:
- **While climbing, the web bolts automatically fire away from the wall.**
- **If Spidey swings into a wall, while still on his web, he will automatically grip onto the wall.**



SPIDEY ON THE SCREEN

Spidey's game play information and Spider-Sense appears on the screen as follows:

NOTE:
The Spidey icon in the top right hand corner of the screen and the Spider-Sense Warning only flash when Spidey is near a Security Eye or facing an immediate threat. The Direction Indicator then points out where the Eye is located or where the danger will come from.

CHARACTER SELECTION... FROM THE ARACHNID TO THE X-MEN!

Arcade challenges each of his unwilling guests with two events tailor made to test their particular strengths and weaknesses. However, to even have a hope of escape, **all five** Super-Heroes must survive both his or her two events.

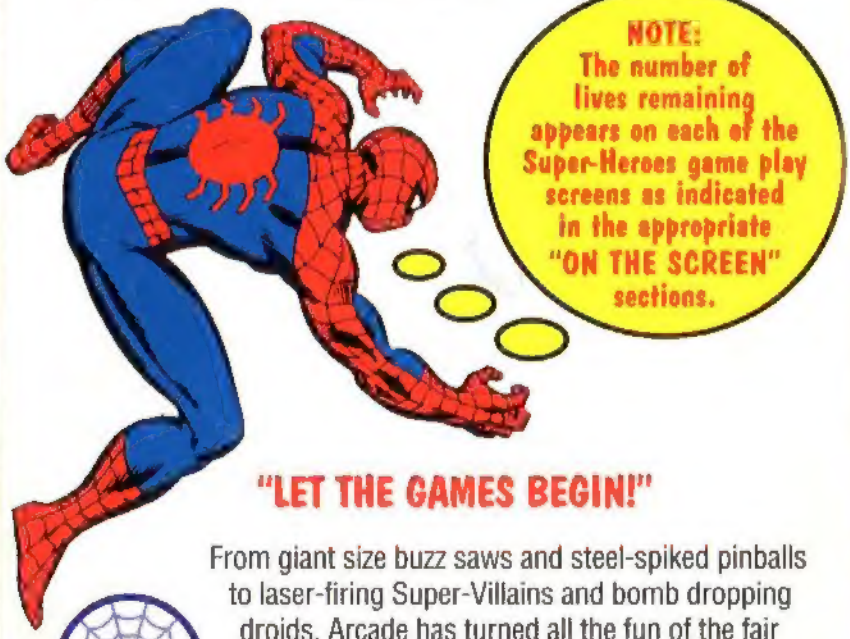
You may select any character in any order, but, each character can only progress to his or her second event once they have successfully completed their first.

- To scroll through the Character Selection screens, press the SELECT BUTTON.
- To select a character, press the START BUTTON.

NOTE:
A crossed progress circle on any character selection screen indicates that one event has been successfully completed. Once both events are completed for any one character, his or her screen no longer appears.

LIFE IS CHEAP... WITH ARCADE IN CONTROL

Your Super-Heroes begin with four lives between all of them. Thus, for example, if you lose three lives as Spidey—and fail to obtain any bonus lives—you only have one life left to get the rest of the X-Men through the game.



NOTE:
The number of lives remaining appears on each of the Super-Heroes game play screens as indicated in the appropriate "ON THE SCREEN" sections.

"LET THE GAMES BEGIN!"

From giant size buzz saws and steel-spiked pinballs to laser-firing Super-Villains and bomb dropping droids, Arcade has turned all the fun of the fair into the ultimate house of horrors!

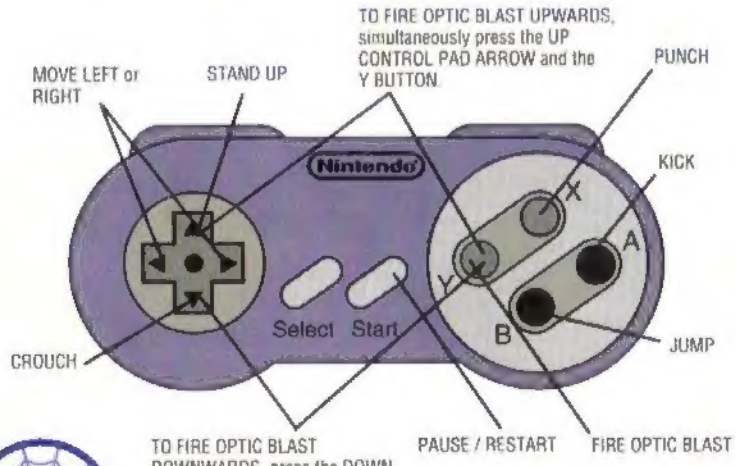
CYCLOPS

"THE RIDE OF YOUR LIFE!"

Deep underground, Cyclops first faces a mine cart roller coaster ride with its own peculiarly shocking attractions! Miss time jumping on board and the electrified rails will instantly zap a life. Hit a landmine as you travel... and the result's the same! Too much fun? Watch out for the droid orbs firing pinpoint accurate bombs, Genoshan Magistrates blasting you with their stun guns, and a Sentinel robot pulverizing you with waves of pure radiation. Show them that all looks can kill! However, come across a Subterranean, and optic blasts will have to make way for good ol' fashioned fists and feet!

Survive the white knuckle stuff of round one and get ready to face the five story high, destruction automaton, Master Mold! Obsessed by his desire to rid the planet of mutants, this deadly wrecking machine comes armed for war! From his metal plated body, he launches heat seeking missiles. His hands spin out plasma grenades. His eyes shoot arcs of decimating energy bullets. Can this high-tech bag o' bolts or the X-Men...expire!

CYCLOP'S CONTROLS



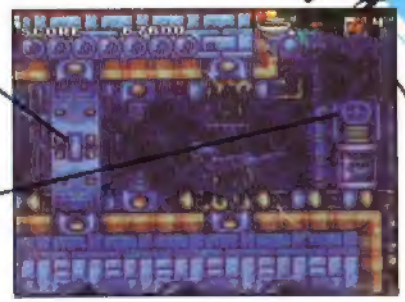
CYCLOPS ON THE SCREEN

The game play information for Cyclops appears on the screen as follows:

STORM

"DUNK THE MUTANT!"

Storm has the power to fly on winds created by her own weather controlling mutant abilities. Unfortunately, though, Arcade—always one step ahead of the game—has trapped Storm in a underwater maze where negative air effects make flying impossible. The only way out is to raise the level of the water so she can find the ceiling exit. To do this, Storm must fire lightning bolts at the underwater hatches that block her way and the water release valves that lie throughout the tank.



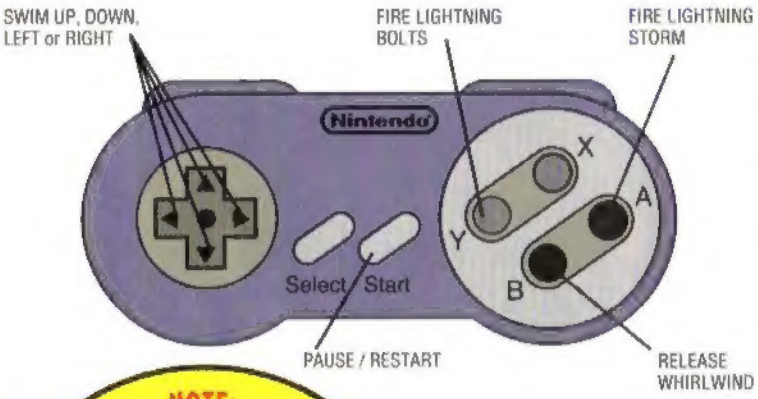
However, while exploding the locks and valves, Storm must also maintain her air supply, either by surfacing or by swimming through the bubbles randomly released underwater.

Arcade's metallic squids, sea mines, piranha, and harpoon firing scuba divers will try to knock more than the wind out of you. Defeat single enemies with your Lightning Bolts, crowds with—if you have them—Lightning Storms. These devastating pick-ups fire streaks of energy simultaneously in every direction, destroying everything within close range. For defense, blast open the oysters. A pearl is in each of them that, once touched, gives you a whirlwind able to protect you as you fire away at the deadliest of maritime terrors.

Escape the first maze and "The Mistress of the Storm" is still in deep water. But, find and smash the glass spheres of Arcade's hydro electric power plant...and you can finally breathe easy!

STORMS CONTROLS

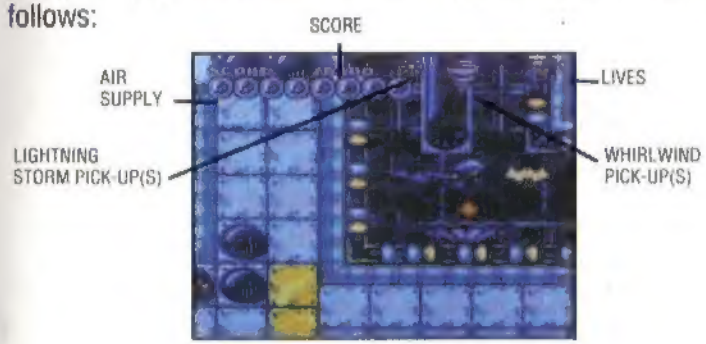
Storm's control points are as follows:



NOTE:
- **If you do not press ANY CONTROL PAD ARROW, Storm automatically floats.**
- **You can only fire a Lightning Storm or release a Whirlwind once you have the appropriate pick-ups. (See SUPER-HERO PICK-UPS: STORM on pgs. 18-19)**

STORM ON THE SCREEN

The game play information for Storm appears on the screen as follows:

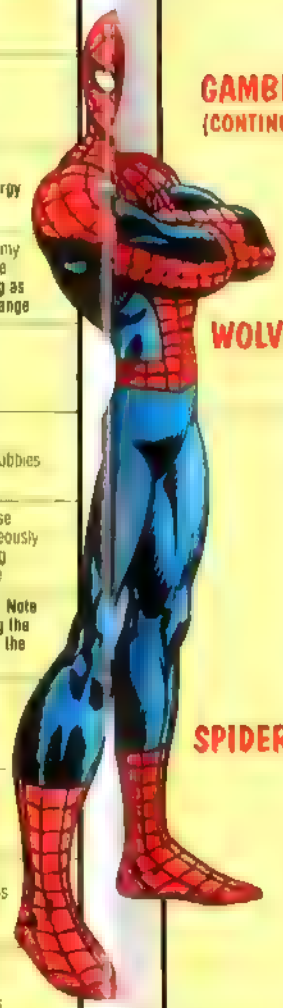


NOTE:
- **Storm can have a maximum of eight air supply bubbles.**
- **The Lightning Storm and Whirlwind pick-up icon(s) only appear once you have the appropriate pick-up(s). (See SUPER-HERO PICK-UPS: STORM on pgs. 18-19)**

SUPER-HERO PICK-UPS

TO GET ANY PICK UP (EXCEPT CYCLOPS' ENERGY BONUS), TOUCH IT.

CHARACTER	PICK-UP	EFFECT
CYCLOPS	BONUS LIFE	Adds 1 life
	EXTRA ENERGY	Increase your energy level
	ENERGY BONUS	Completely replenishes your energy. **Note: To get the energy bonus blast the mine cart**
	POWER BLAST	Allows you to defeat any enemy with a single optic blast. **Note: Power blast lasts for as long as your Energy Bar remains orange**
STORM	BONUS LIFE	Adds 1 life
	AIR SUPPLY	Increase your supply of air bubbles
	LIGHTNING STORM	Gives you the power to release streaks of lightning simultaneously in every direction, devastating everything within close range
	WHIRLWIND	Defends you from any attack. **Note: To find the pearls containing the WHIRLWIND pick-ups, blast the Oysters**
GAMBIT	EXTRA ENERGY	Increase your energy level
	LUCKY STAR	Each STAR gives you 50 points. Every 100 STARS add 1 bonus life
	BALL BONUS	Rolls the doomball backwards and gives you 250 points
	FULL DECK	Completely replenishes your stock of playing cards including 2 Jokers, and gives you 500 points



CHARACTER	PICK-UP	EFFECT
GAMBIT (CONTINUED)	PLAYING CARD	Increases your stock of playing cards by 7. **Note: Each defeated enemy reveals 1 PLAYING CARD pick-up**
	BONUS "B"	Gives you 26 cards and half of your original energy, plus 5000 points
	DIAMOND	500 points
WOLVERINE	BONUS LIFE	Adds 1 life
	EXTRA ENERGY	Increases your energy level
SPIDER-MAN	BONUS LIFE	Adds 1 life
	EXTRA ENERGY	Increases your energy level
	SILVER SPIDER	50 points
	GOLD SPIDER	100 points
	RED SPIDER	500 points
	DIAMOND	100 points

GAMBIT

"CHECKMATE!"

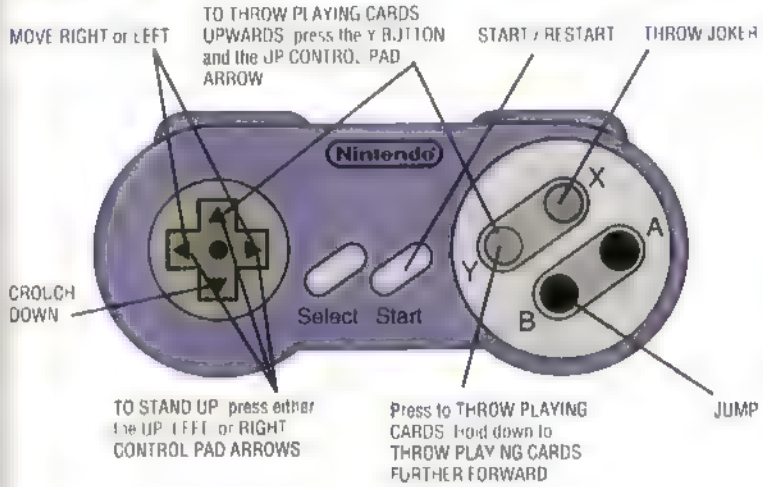
Gambit's made to measure ordeals place him in his own worst nightmare. First, he runs up against—or, more likely, will get run over by—an unstoppable, super-sized, steel-spiked doomball. Outpacing it will be no easy task even for a Super-Hero with Gambit's renowned agility. Add cunningly created chess pieces, from grenade throwing knights to rocket powered queens, and the Cajun charmer's in danger of becoming southern fried!

Reach round two...and things really start cookin'! Is the roof coming down or is the floor coming up? Get caught in the wrong place at the wrong time and you won't even have time to whistle Dixie. Make it to the top and you'll come face to face with the worst of bad sports, the Black Queen. She can press 1500 lbs., has absolute control over inorganic matter, and has lived over two millennia by sucking the life force out of humans like a psychic vampire!

However, mes amis, you don't survive the streets of the Big Easy without an ace up your sleeve. Gambit may not always have dealt from the top but so long as he has the mutant ability to charge everyday objects with kinetic energy, he's an X-Man you can bet on to win. Armed with his explosive playing cards—including two jokers that are definitely "wild"—the Louisian's luck is sure to save him in a game with the highest stakes...his life!

GAMBIT'S CONTROLS

Gambit's control points are as follows



GAMBIT ON THE SCREEN

Gambit's game play information appears on the screen as follows:

WOLVERINE

"LAUGH 'TIL YOU DROP!"

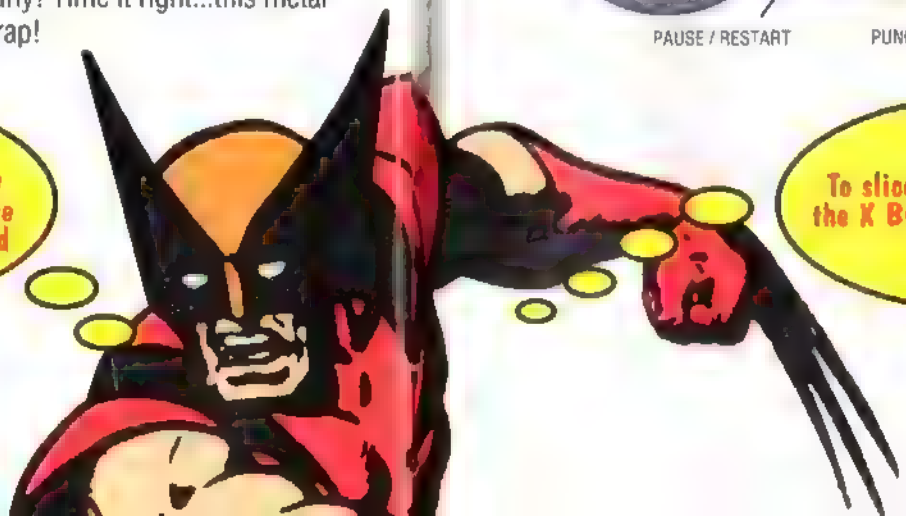
Happy-go-lucky circus clowns and the wild, adamantium clawed Wolverine form the most unlikely of combinations. But, make the clowns robot replicas of the slapstick Super-Villain, Obnoxio, complete with acid filled custard pies, and Wolverine's back on familiar turf: a battle to stay alive! Add bayonet carrying toy soldiers, machine gun firing Jack-in-the-Boxes, and exploding building blocks...and you've got a fun house guaranteed to be side-splitting!

Slashing through enemies and walls will be no problem, but if energy starts running low, tap into your mutant regenerative healing powers by retracting your claws. A short break from carving clowns into stew will—at least a few times—save you from disaster!

Keep going up and eventually you'll find the end of everybody's troubles...Apocalypse! The closest you've ever come to this joker was a robot double and that was nearly enough! Maybe this is just another copy, but it's accurate down to the last detail, including Apocalypse's psionically controlled costume with its pure power, super-extending punch! So, quit grouching over missing the original, and nail this sucker!

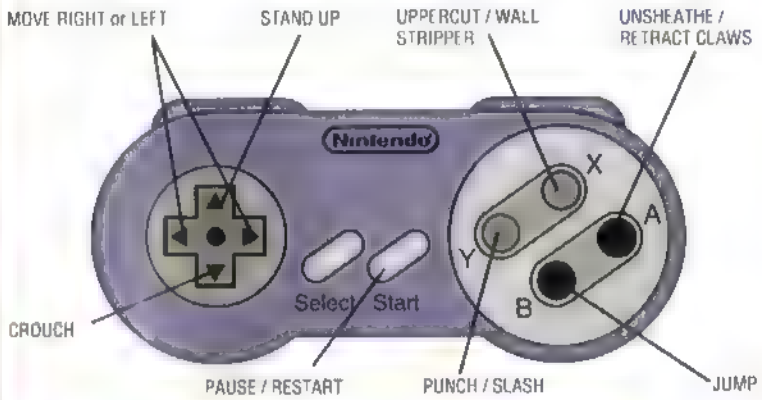
Beat the big top bad guys, and you're in a race with a bad guy with a big top...Juggernaut! Even adamantium won't make a dent in this tin topped giant. Get hit three times or let him pass you and this show's over Your only chance is to slash the ropes supporting the anvils and 1 ton weights hanging overhead, either to slow Juggernaut down or to crush his helmet. Hit him enough and he may be weak enough to attack But take care! Making a move too soon will cost you dearly! Time it right...this metal head won't even be good for scrap!

NOTE:
The ball pits that lay in your path have a whole new twist from the average kiddie fare: they act like quicksand ...with no way out!



WOLVERINE'S CONTROLS

Wolverine's control points are as follows:



NOTE:
To slice through walls, press the X BUTTON with your claws unsheathed.

WOLVERINE ON THE SCREEN

The game play information for Wolverine is on the screen as follows:

SPIDER-MAN

"HIGH RISE HIJINX!"

Sticking his webs into other people's business has never failed to get Spidey into trouble... and today is no exception. Arcade has prepared a special treat for the web-slinger: a "de"-construction site. "Spider-Slayers" are hurling bags of exploding cement from the girders. Welding droids shoot concentrated laser blasts. The steel reinforcement bars are charged with high voltage electricity!

Spider-sense tingling yet? Up in the girders, it's a Super-Villain pajama party! Armed with his pressure-blast emitting vibro-shock units, Shocker is waiting to shake your hand...and every living cell in your body! Defeat him,

and the fair's biggest fatal attraction is hovering right above you! Brought to you directly from his last engagement in Limbo...it's the plasma-ball firing, techno-organic, N'Astirh! Maybe you should have gone to the mall with Mary Jane!

Trash the ground level bad guys and you're ready for the real high flying action! At the top of the site, the girders are few and far between. Rain is falling in sheets and almost horizontally when the wind picks up. One false step or one sudden gust and it's a Spidey sky dive! If that's not enough to create the perfect mood for multiple fractures, keep an eye out for the villain with the liveliest costume. Carnage! Is it really the sociopathic symbiote or merely another of Arcade's robotic recreations? Is now a good time for detective work or a slugfest?

Run into the wild life down below and you won't get a second chance to find out if he's the real thing! Rhino's got polymer body-armor tougher than his namesake's skin, two horns perfect for shish kebabing pesky wall crawlers, and an attitude that starts at mean and goes way past deadly! Aim for his head and keep hitting! Even this numbskull has to give up...sometime!

NOTE:
In both the "de"-construction site events, Spidey and his webs can only grip onto girder surfaces free of reinforcement bars or concrete.

HUNT THE HIT-MAN

It ain't over 'till the hit man's in Sing Sing and it's up to Spidey—with some help on the sidelines—to put him there. Unfortunately, finding Arcade demands defeating not only a massive mechanical duplicate, but also a horde of successive duplicates that pop, Russian doll-like, one out of the other. Eliminate all of them, and it's just you, Arcade, a few holograms, and a 9mm pistol equipped with silencer and titanium tipped shells. Did you put on your bullet proof spandex today?

THE GLOSSARY OF GOOD GUYS AND BAD GUYS

To keep up with who may be next on his hit list, worth hiring as an ally, or recreating as a robot, Arcade keeps extensive files on his favorite Super-Villains, including himself, and Super-Heroes.

APOCALYPSE

Despite no formal training in hand to hand combat, this evil visionary rarely fails to hold his own—possibly because he has the intelligence of a genius, incalculable strength, superhuman reflexes, and metahuman agility! His goal is a world populated purely by the genetically strong.

ARCADE

Having axed his own father at the tender age of twenty-one, Arcade realized he had a fondness and an aptitude for assassination, so he turned pro. However, soon bored with carrying out contracts by ordinary means, he used his inherited and accumulated wealth to create his deranged fun fair. If he has one weakness, it is so loving to watch his victims struggle in his traps that he forgets the final aim of his enterprise!!!

BLACK QUEEN

Despite her age—somewhere between two and three thousand years old—her strength, stamina, and speed are many times greater than a normal woman. Her complete psionic control over inanimate objects, membership of the most infamous of mutant clubs, and a taste for mind control makes her the unsurpassed queen of mean!

CARNAGE

When the alien symbiote, Venom, broke Eddie Brock out of jail, the creature left behind spawn, which then fused with Eddie's cellmate Cletus Kasady. Taking the name, Carnage, the former sociopath set out to create a world of total disorder. To help him achieve his ends, he possesses phenomenal strength and the ability to turn his skin into solid darts.

CYCLOPS

The awesome ability to fire beams of devastating energy from his eyes has been both a curse and a blessing to Scott Summers. Without the special ruby-quartz visors designed for him by Professor X, he can never open his eyes without endangering the lives of everyone around him. Yet, from an isolated loner, he has developed into the idealistic leader of the X-men's Blue Strike Force, efficiently and effectively directing their never ending fight against evil.

GAMBIT

The cunning Cajun, Remy Beaudreaux, has speed that defies description and a smile to warm the fiercest heart. When that doesn't cut it, he also has the power to energize objects and deep fry any target loco enough to get in his way! A former member of New Orleans's Thieves Guild, Gambit now uses his abilities to protect mutant and non-mutant alike.

GENOSHAN MAGISTRATES

In an island paradise called Genosha, mutants are slaves to their human overlords. Complete obedience is insured through torture, genetic implants, and, as a measure of last resort, the Genoshan Magistrates. Their methods are unscrupulous. Their word is the law. Their sentence is final!

JUGGERNAUT

Every family has its black sheep...though rarely are they as outsized as Charles Xavier's nine hundred pound stepbrother, Cain Marko: Juggernaut! Loathing Xavier for using his psionic powers to discover his hatred of their father, Marko has rarely missed an opportunity to use his massive bulk for revenge on Professor X or his "gifted youngsters."

MASTER MOLD

Stephen Lang sees one being as responsible for his "imprisonment" within Master Mold: Scott Summers. Since his fateful transformation, his whole existence is focussed on the aim of destroying Cyclops and all his kind. With his monstrous size and weaponry, his final victory cannot remain far off.

N'ASTIRH

This ruler of the demons of Belasco's Limbo ("Otherplace") has longed in vain to create a kingdom for himself on earth. Black magic is his specialty, but he can also fly and more than hold his own in hand to techno-organic wing combat!

RHINO

Mutagenic chemical and radiation treatments, including gamma ray bombardment, provided his superhuman abilities. A team of scientists created the distinctive damage absorbing costume. The result: a colossal Super-Villain with a nasty reputation for always attacking problems...head on!

SENTINELS

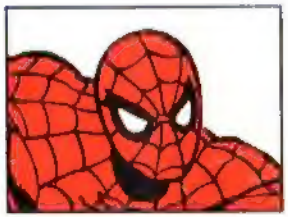
One time-continuum has these Omega Series Hunters as the destroyers of the X-Men! The Sentinels' armaments automatically adjust for optimum antagonist life termination. The construction of their shielding makes them almost indestructible. However, as they were not developed until the turn of the 21st century, time, at least, is on the X-Men's side!

SHOCKER

Herman Schultz, or "Quilty" in the Web Crawler's parlance, wears a foam lined synthetic costume capable of deflecting the mightiest blows. His vibro shock-units—triggered by a pump-action compressed air mechanism—create a series of rapid succession high-pressure blasts that cause extensive damage to the human body and its internal organs.

SPIDER-MAN

Bitten by a mega-irradiated spider, Peter Parker gained the proportionate strength and agility of an arachnid, the ability to stick to walls, and his amazing, danger-detecting "spider-sense." Tragically, soon after acquiring his super powers, his lack of action resulted in the loss of his uncle Ben and the hard taught lesson that with great power also comes great responsibility.



STORM

Between the children of the atom and the elemental forces of nature, stands Ororo Munroe, Storm! Able to control the weather, even to the point of generating awesome bolts of lightning, it remains, nevertheless, her strength of character and understanding that makes her the admired leader of the X-Men's Gold Strike Force.

WOLVERINE

With the ferocity of a beast and the battle hardened skills of an international secret agent, Wolverine is one of the most dangerous men alive. Some time in his murky history, his skeleton was laced with unbreakable adamantium and adamantium claws installed in his forearms. The shock of the experience almost destroyed his mind, but with his savagery harnessed to the X-Men, his fighting expertise now exists as a vital, if lethal, tool for the good.

HIGH SCORES

Wipe out after wasting Spider-Slayers, destroying bomb throwing chess pieces, or blasting an army of Genoshan Magistrates and the game may be over, but you're a Super-Hero with a high score!

To enter any combination of up to three letters or numbers, when the High Score screen appears after the game over screen, use the LEFT and RIGHT CONTROL PAD ARROWS to move left or right between the three letters or numbers. Use the UP and DOWN CONTROL PAD ARROWS to scroll through the alphabet and numbers 0 - 9.

To confirm your entry, press ANY BUTTON.

DOOM ON DEMAND

The X-Men were created to counteract the threat evil mutants posed to non-mutant humanity. Spider-Man acts to stop crime, apprehend Super-Villains, and, when necessary, save the planet. But, now together, they team up to take down an adversary whose sole aim is their combined eradication—by the most entertaining means ever created! From a freaked out fun house to a deadly drowning pool, Arcade has used his brilliant, if warped, imagination to put the fun into fatal, the delight into danger, and the exciting into extinction. So, remember, it's not whether you win or lose...but whether you come out alive!

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This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try and correct the interference by one or more of the following measures:

- Reorient the receiving antenna
- Relocate the Super NES with respect to the receiver
- Move the Super NES away from the receiver
- Plug the Super NES into a different outlet so that the computer and receiver are on different circuits.

If necessary, the user should consult an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful. How to Identify and Resolve Radio-TV Interference Problems. This booklet is available from the U.S. Government Printing Office, Washington, DC 20402. Stock No.004-000-00345-4.

LJN Hotline (516) 624-9300

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